

Call for papers

Communications and Streaming, ISM 2015

Miami, Florida, December 14-16, 2015

<http://www.ieee-ism.org>

Area Co-chairs

Balakrishnan Prabhakaran, University of Texas at Dallas, USA

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Scope

The Communications and Streaming area will focus on topics related to multimedia communication and streaming systems. Topics for submission include but are not limited to:

- Multimedia streaming protocol
- QoS and QoE of multimedia streaming
- Mobile audio/video streaming
- Wireless broadcasting and streaming
- Scalable streaming
- Resource management for multimedia streaming
- Multi-view video streaming
- Virtual reality and 3D video streaming
- Peer-to-peer multimedia streaming
- Cloud-based multimedia streaming
- Multimedia sensor networks
- Internet telephony technologies and systems
- Video conferencing
- Multimodal sensor data streaming

Submission Guidelines

Please follow the guidelines on the SUBMISSIONS page of the conference website at <http://www.ieee-ism.org>

Short biography of co-chairs

Dr. Mea Wang is currently an Assistant Professor in the Department of Computer Science at the University of Calgary. She received her Bachelor of Computer Science (Honours) degree from the Department of Computer Science, University of Manitoba, Canada, in 2002. She received her Master of Applied Science and PhD degrees from the Department of Electrical and Computer Engineering at the University of Toronto, Canada, in 2004 and 2008, respectively. Her research interests include Peer-to-Peer networking, multimedia networking, cloud computing, as well as networking system design and development.

Dr. B. Prabhakaran is Professor of Computer Science, in the [University of Texas at Dallas](http://www.utdallas.edu). Prof B. Prabhakaran works in the area of multimedia systems. Currently, he is focusing on: (i) video and health-care data analytics; (ii) streaming of 3D video, animations, and deformable 3D models; (iii) content protection and authentication of multimedia objects; (iv) Quality of Service (QoS) guarantees for streaming multimedia data in wireless adhoc and mesh networks; and (v) collaborative virtual environments. In the past, he has worked on multimedia databases, authoring & presentation, resource management, and scalable web-based multimedia presentation servers. He has published several research papers in prestigious conferences and journals in this area.